LAGUARDIA COMMUNITY COLLEGE
CITY UNIVERSITY OF NEW YORK
DEPARTMENT OF MATHEMATICS, ENGINEERING, and COMPUTER SCIENCE

MAC265 Computer Hardware Interfacing and Programming
3 credits; 4 hours (3 lecture, 1 lab)

The course will introduce the student to techniques in controlling a computer system and will include interfacing techniques such as memory mapped and isolated I/O, hardware/software interrupts, polling, and assembler language. Programming will include such topics as: addressing modes, arithmetic and logic instructions, conditional ranching, stacks, and subroutines.

Prerequisite: BTC100 or BTC101 or MAC101

Text book:
8086/8088, 80286,80386, and 80486
Assembly Language Programming
ISBN: 0-02-314247-2
By Barry B. Brey

Attendance:

The maximum number of absences will be **7 hours**. Unexcused absences beyond the maximum will result in grade **WU** or **F**.

Evaluations:

Projects (4 total)……... …….....40%
Midterm exam……30%
Final exam……..30%

Week:	**Topic**
1.	Introduction to the Microprocessor and Computer
2.	The Microprocessor and Its Architecture
3.	Addressing Modes
4.	Data Movement Instructions
5.	Test 1
6.	Arithmetic and Logic Instructions

7.	Program Control Instructions
8.	Midterm Exam
9.	Keyboard/Display DOS and BIOS Functions
10.	Disk Memory Functions
11, 12	Disk Memory Functions
13	Final Exam